



# MYTHIC MARVELS

BY DAVID N. ROSS



MYTHIC PLUG-INS



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## WELCOME TO MYTHIC PLUG-INS: MYTHIC PATHS!

This supplement is just one part of a larger resource for every gamemaster who would like to try out the new mythic rules but might feel a bit intimidated by the huge amount of work of conversion. The *Pathfinder Roleplaying Game Mythic Adventures* hardback contains a wealth of new rules, but in one book there cannot be room for everything. The basic mythic rules presuppose a set of six mythic paths, one connected with each ability score, and those cover most of the classic heroic (or villainous) roles of myth and legend, but not all. The Mythic Path series from Legendary Games looks to fill in the niches that are not quite served by the existing mythic paths, providing exciting new options for your mythic characters! We've produced Mythic Paths for the bad guys, with *Path of Dragons* and *Path of Villains*, but now it's time to turn to the heroes, providing you with a wealth of new options and opportunities for your mythic heroes.

Whether for heroes or villains, the abilities in the *Mythic Paths* series offer you a host of great new options for your mythic game, bringing fabulous flavor and imaginative mechanics with the standard of excellence in design that you've come to expect from Legendary Games. As with all of our Mythic Plug-Ins, *Mythic Paths* are brought to you by the experts who know the mythic monster rules like no one else because they are the same authors that helped create the mythic paths and abilities in *Pathfinder Roleplaying Game Mythic Adventures*.

## SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official [Pathfinder Reference Document](#) as well as [d20PFSRD](#). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

## ABOUT LEGENDARY GAMES

Legendary Games is an all-star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. and headed up by Jason Nelson. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. Check us out, and Make Your Game Legendary!

Visit us on [Facebook](#), follow us on [Twitter](#), and check out our website at [www.makeyourgamelegendary.com](http://www.makeyourgamelegendary.com).



## WHAT YOU WILL FIND INSIDE MYTHIC MARVELS

Your mythic heroes aren't merely the tools of destiny, they write their own legends, and **Mythic Marvels** is the perfect toolbox to make that happen in your *Pathfinder Roleplaying Game* campaign! Characters touched by destiny can make their fate their own, wielding their mythic power to shake the foundations of the world! Whether part of their mythic trials or just by wielding their mythic power, mythic characters can shift the landscape, warp the weather, leave flowers or ruins in their wake, and break or repair the land wherever they roam. This new system works with all mythic characters, but it also provides an array of new mythic path abilities like **wind rider**, **perilous presence**, and **move mountains** to literally rock your world! Make your mythic power more dramatic and earth-shaking and make your mythic trials much more monumental with the advice, rules, and ideas in this book and **Make Your Mythic Legendary!**

The *Mythic Paths* series from Legendary Games combines the rich story and background potential of mythic creatures with a heaped helping of marvelous crunch, all brought to you by the same authors that work on the official Pathfinder Roleplaying Game products you already love. That's the Legendary Games tradition: innovative layout, beautiful aesthetics, and excellence in design that is second to none. We hope you enjoy using it as much as we enjoyed making it. Game on!





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### **SUPERSCRIPT REFERENCES**

The following superscripts are used to reference rules not found in the *Pathfinder Roleplaying Game Core Rulebook*. These references have been hyperlinked to online resources in the PDF version and are provided here for your reference

APG	=	<i>Pathfinder Roleplaying Game: Advanced Player's Guide</i>
CRB	=	<i>Pathfinder Roleplaying Game: Core Rulebook</i>
GMG	=	<i>Pathfinder Roleplaying Game: GameMastery Guide</i>
HA	=	<i>Pathfinder Roleplaying Game: Horror Adventures</i>
OA	=	<i>Pathfinder Roleplaying Game: Occult Adventures</i>
UCamp	=	<i>Pathfinder Roleplaying Game: Ultimate Campaign</i>
UM	=	<i>Pathfinder Roleplaying Game: Ultimate Magic</i>



## INTRODUCTION

The mythic rules for the *Pathfinder Roleplaying Game* go into great detail on how the advent of incredible power affects characters and how they can affect the world in the context of challenges that characters may face. The existence of mythic power is a fact of the universe, something that exists out there, creating opportunities for epic adventure and for heroes and villains alike to tap into that universal energy to rise and meet those challenges. However, one area overlooked in this area is exploring how the existence of mythic creatures and heroes in particular might itself impact the world. It's not just that the world now has mightier heroes and viler villains who might come into conflict, but that the mere existence of such transcendent beings and the destinies they bring to life might itself alter the shape of the world around them.

This is an established tradition in literature, such as the Fisher King meta-narrative of the Arthurian legends, where the physical and spiritual health of the rightful king is reflected in the health and prosperity of the land. Tolkien

echoes this in healing presence Aragorn brings to Gondor, not just as a skilled warrior and leader of armies, but as the restorer of the lineage of the land. *The Wheel of Time* series makes this even more immediate and explicit with its idea of *ta'veren*, people whose mere existence alters probability and bends the shape of reality and the course of destiny wherever they travel; sometimes they can control this reality-warping, but often they cannot, and the results can be harmful as well as beneficial to the physical world and those that dwell within it.

This idea, that a legendary hero is not merely a tool of destiny but in fact an author of it, one whose mythic nature alters the world around them in often strange and unexpected and marvelous ways; this is what **Mythic Marvels** is all about.

This book serves three functions: to advise the GM on adding optional marvels to a mythic game, to provide benchmarks for these marvels and the trials that cause them, and to provide new mythic path abilities that play heavily into the themes of world-shaking marvel that the rest is built upon.



## THE ROLE OF MYTH

Mythic power draws upon the cultural role of mythology to add weight and drama to your RPG sessions. One of the roles of mythology is to explain why the world is as it is. Thus, it follows that a mythic character should be distinguished by an outsize marvel on the way the world is compared to a non-mythic character of the same level.

As a GM, look at how you want your world to be mutable and talk to your players about what sorts of things they'd like their characters to change about the world. Communicate clearly about what is fair game to try to change and what is beyond the scope of game you are willing or prepared to run.

Since the topics discussed here lean heavily on changing the world in ways that affect the story of your game in fairly open-ended ways, it's important to communicate your expectations and ask about those of everyone else in your game group in terms of how much you want to change the world of your game as you play. The guidelines here can be changed to suit the group's desires, either making marvels more difficult to achieve or laying them out as options at earlier tiers.

## MYTHIC MARVELS

Many kinds of mythic characters make sense marveling the world without devoting special character options to that purpose. A champion can already clear her way across a battlefield. A guardian is already a rock to anchor his allies in the most harrowing of wars. These battles should leave a mark on the people who witness them and on the societies those people reside in. Tales spread from a mythic heroes' deeds, and those stories inspire listeners to act differently. They follow heroic examples and emulate the ideals that their mythic heroes stand for.

**Creating Incidental Marvels:** The world bends at the application of mythic power. Whenever a mythic character or mythic monster uses mythic power, gains a mythic boon, or experiences a fateful moment, they can expend an additional use of mythic power to create one of the Incidental Marvels described below. A fateful moment might be a critical hit, causing a natural 1 on a saving throw, rolling a maximum result, or other similarly impressive moments.

If a PC's incidental marvel has little or no tactical impact, the GM is encouraged to waive the mythic power cost, making it a free consequence of your heroic deeds. Similarly, if a PC uses mythic power or has a fateful moment that seems impactful but does not choose a mythic marvel, the

GM is encouraged to add a no-cost mythic marvel from the Incidental Marvel list that makes sense.

Not every mythic action needs mythic marvels, but mythic actions should shape the world at least at the scale of battles and adventures.

**Creating Trial Marvels:** Fate bends before a mythic character far more readily at the completion of a mythic trial. As a result, mythic trials can have marvels that far outweigh what marvels a mythic character might otherwise be able to manage incidentally. Creating a mythic marvel after a trial has no cost.

## MARVEL DESCRIPTIONS

As long as the effect of a spell or ability does not grant a significant tactical advantage, you should consider adding details to your descriptions of your actions that will linger after the current action ends. A spell marks the land. A magic item leaves residual effects. A blast twists the terrain. A bloody victory darkens the terrain or feeds a rush of new plants or the arising of undead in the days that follow. If you suggest a marvel that dramatically affects the course of fate, your mythic power might struggle to marvel it, in which case the GM will ask,

**Alter Terrain:** Many mythic marvels alter terrain within limits set by the altering creature's tier or rank, as listed in the Trial Marvels and Incidental Marvels lists below. These changes typically spread out from a central cause over time at a rate of a few hundred feet per round. The creator has only loose control over the changes and can't stop it once it starts except by further mythic marvels or significant effort.

A creature in the midst of terrain that becomes difficult terrain or flooded must succeed on a Reflex saving throw (DC 15 + mythic tier or rank) or be entangled or knocked prone, as appropriate for the new terrain. The entangled condition lasts until ended with a successful Strength or Escape Artist check against the same DC as a move action.

**Areas of Spellblight:** If your game uses *spellblights* from *Pathfinder Roleplaying Game: Ultimate Magic*, a mythic magic item or a mythic spell from a source of tier or rank 3 or higher might leave behind a minor area of spellblight. A source of tier or rank 6 or higher might leave behind a major area of spellblight. Generally, these happen as a result



of extraordinary applications of the spells, such as when a 1 or 20 is rolled on a d20 for or against the spell, when a spell is enhanced with extra uses of mythic power, when a spell is pivotal to completing a mythic trial, as well as during particularly impactful moments.

**Artifacts:** At middle or high tiers, magic items might be shaped into the status of minor (at middle tiers) or major (at high tiers) artifacts as a consequence of being instrumental in a mythic trial. See *Path of the Bound* for advice on when to introduce an artifact. An artifact should only be created through a mythic trial, and not incidentally.

**Awaken Undead or Haunts:** Awakening a slain foe as an undead creature might be an unpleasant side effect of a mythic trial, or it might be a useful way to keep a dangerous creature from returning to life in a more dangerous form and a way to keep an important location defended from interlopers. Undead created by mythic trials generally receive a mythic template and reform 1d10 days after being destroyed unless slain by a mythic creature. In a similar fashion, *haunts* (*Pathfinder Roleplaying Game: GameMastery Guide* and *Pathfinder Roleplaying Game: Horror Adventures*) are often created by traumatic mythic trials or failed attempts at mythic trials. In general, the challenge rating of a haunt or

undead left behind by a mythic trial is not much higher than the challenge rating of the climactic encounter of the mythic trial; usually, they are lower.

**Curses:** When a mythic creature is badly wronged, dramatically offended, killed, or fails to achieve a mythic trial, the creature can expend a use of mythic power to lay a *curse* (for guidelines on curses, see *Pathfinder Roleplaying Game: Horror Adventures*) or transform an object involved in the event into a cursed item. A magic item can avoid becoming cursed with a successful Will saving throw (DC 10 + creature's Hit Dice + creature's tier or rank). A successful remove curse spell can revert a transformed magic item if its curse is not currently affecting anyone.

**Fame:** If your game uses *Fame* (described in *Pathfinder Roleplaying Game: Ultimate Campaign*), you gain 5 Fame for each tier you gain. For simplicity, your GM might simply assign you 15 Fame per tier you have instead of tracking any other sources of Fame.

**Fey Impulses:** If your game uses fey impulses from *Faerie Mysteries* and the *Forest Kingdom Campaign Compendium* from Legendary Games, a mythic fey magic item or a mythic action against or helped by a fey might leave behind a fey



**TABLE 1: CURSED MARVELS**

TIER/RANK	ORIGINAL ITEM	CURSED ITEM
1	any drums	<i>drums of lethargy</i> <sup>UE</sup>
	any headband slot item	<i>crown of blindness</i> <sup>UE</sup>
	any heavy armor	<i>armor of rage</i>
	any potion	<i>potion of poison</i>
2	any book	<i>book of perilous journeys</i> <sup>HA</sup> (average CR up to 4)
	any firearm	<i>unstable musket</i> <sup>UE</sup>
	any gem or stone	<i>stone of weight</i>
	any head slot item	<i>hat of hatreds</i> <sup>UE</sup>
	any mask	<i>mask of ugliness</i> <sup>UE</sup>
	any ring	<i>ring of clumsiness or ring of spell devouring</i> <sup>UE</sup>
	any rod	<i>rod of foiled magic</i> <sup>UE</sup>
	any pipes	<i>riot pipes</i> <sup>UE</sup>
	any scroll	<i>scroll of blood ink</i> <sup>HA</sup>
	any sword	–2 cursed sword
	any wrists slot item	<i>scattershot bracers</i> <sup>UE</sup>
	any beaker, bottle, container, decanter, flask, or jug	<i>flask of curses</i> <sup>UE</sup>
3	any book	<i>book of perilous journeys</i> <sup>HA</sup> (average CR 5 or 6) or <i>vacuous grimoire</i>
	broom of flying	<i>broom of animated attack</i>
	any figurine	<i>needful doll</i> <sup>HA</sup> or <i>unlucky figurine</i> <sup>UE</sup>
	any goggles or lenses	<i>eyes of blindness</i> <sup>UE</sup>
	any hammer	<i>heavy hammer</i> <sup>UE</sup>
	any incense	<i>incense of obsession</i>
	any neck slot item	<i>amulet of inescapable location or periapt of foul rotting</i>
	any oil or unguent	<i>unguent of aging</i> <sup>UE</sup>
	any ring	<i>ring of lifebleed</i> <sup>UE</sup>
	any shoulders slot item	<i>cape of anchoring</i> <sup>UE</sup>
	any shoulders slot item	<i>pauldrons of the jackass</i> <sup>UE</sup>
	any axe	<i>biting battleaxe or deadly returns throwing axe</i>
4	any bag	<i>bag of devouring</i>
	any book	<i>book of perilous journeys</i> <sup>HA</sup> (average CR 7 or 8)
	any bow	<i>arrowbreak bow</i> <sup>UE</sup>
	any shoulder slot item	<i>cloak of immolation</i> <sup>UE</sup>
	any firearm	<i>ornery pistol</i> <sup>UE</sup>
	any gauntlets or gloves	<i>gauntlets of fumbling</i>
	any head slot item	<i>helm of opposite alignment</i>
	any heavy armor	<i>armor of arrow attraction</i>
	any mirror	<i>one-way window</i> <sup>UE</sup>
	any mace	<i>mace of blood</i>
	any neck slot item	<i>medallion of thought projection</i>
	any polearm	<i>unwieldy glaive</i> <sup>UE</sup>



TABLE 1: CURSED MARVELS (CONT...)

TIER/RANK	ORIGINAL ITEM	CURSED ITEM
4	any robe	robe of vermin
	any rod	rod of arson <sup>UE</sup>
	any spear	cursed backbiter spear
5	any belt	belt of weakness <sup>UE</sup>
	any book	book of perilous journeys <sup>HA</sup> (average CR 9 or 10)
	any bow	nearfiring bow <sup>UE</sup>
	any dust or powder	dust of sneezing and choking
	any headband	headband of stupidity <sup>UE</sup>
	any jewelry	scarab of death
	any net	net of snaring
	any orb or crystal ball	crystal hypnosis ball
	any ring	cannibal ring <sup>UE</sup> or ring of truth <sup>UE</sup>
	any robe	robe of powerlessness
	any shield	planar invasion shield <sup>UE</sup>
	any shoulders slot item	petrifying cloak <sup>UE</sup>
	any staff	staff of occasional wonders <sup>UE</sup>
	any sword	buffoon's sword <sup>UE</sup>
6	any bracers	bracers of defenselessness
	any light armor	gravesoul armor <sup>UE</sup>
	any staff	staff of magical decline <sup>HA</sup>
	any sword	berserking sword
7	any boots	boots of dancing
	any neck slot item	necklace of strangulation
	any shoulder slot item	poisonous cloak

impulse. If the mythic tier or rank that cause the impulse is 1 or 2, the result is generally a rumor. If the mythic tier or rank is 3 to 5, the result is generally a ripple. If the mythic tier or rank is at least 6, the result is generally a rupture.

**Ley Lines:** If your game uses *ley lines* from *Pathfinder Roleplaying Game: Occult Adventures*, a mythic spell cast while attuned to a ley line might cause an echo in the ley line, making both the mythic and non-mythic versions of the spell accessible as a spontaneous spell to those who attune to the ley line. A potential caster attuned to the line must still expend the appropriate spell slot or lose a prepared spell of the same or higher level, although the spell need not be on the attuned caster's spell list. The ley line echo typically lasts for 1 week per tier, but in extraordinary cases might last for months or simply become a permanent part of the ley line.

More potent mythic actions can also move ley lines to or away from locations linked to the actions, create new ley lines, or extinguish ley lines altogether.

**Loci Spirits:** If your game uses *loci spirits* from *Pathfinder Roleplaying Game: Occult Adventures*, a mythic trial can be the miracle that spawns a loci spirit. Generally, the resulting loci spirit should be one with a challenge rating equal to or less than twice the tier of the creature completing the mythic trial.

**Ruin a Structure:** When a character uses mythic power to damage a part of a structure, most mortal-made structures give way. Generally, a structure's ability to resist mythic ruination depends on its size and whether it is sturdy (like stone or brick) or flimsy (like wood or leather) relative to the mythic tier or rank of the creature that tries to ruin it (see *Incidental Marvels* and *Trial Marvels*, below). Extraordinarily sturdy structures, such as grand castles or a keep made of adamantine on the Plane of Earth, can't generally be ruined this way.

A structure ruined by mythic combat usually has one wall or two halves of adjacent walls collapse, producing an area of debris extending a distance from its collapsed wall or walls



equal to the height of the structure. Floors extending inward from those walls also collapse. The collapsed area is all difficult terrain. Creatures in the collapsing area must make a Reflex saving throw with DC 15 + mythic tier or rank. If the structure is wood or a similarly flimsy material, each creature takes 1d6 bludgeoning damage per size category of the wall above Medium (1d6 Large, 2d6 Huge, 3d6 Gargantuan, 4d6 Colossal) and fall prone, or half as much damage and don't fall prone with a successful save. If the structure is stone or another sturdy material, the damage is doubled. A creature larger than the structure automatically succeeds on its saving throw.

**Rumormonger:** When a character uses mythic power while trying to spread a message (even if the two acts aren't directly connected), that message is liable to take on a life of its own. People will generally share the message, either with excitement or incredulity, at the earliest convenience. In a settlement, this means it gets thoroughly heard within the neighborhood in 1d4 hours without further effort, and spreads to more nearby neighborhoods or settlements every day. This effectively allows mythic characters to make a Diplomacy or Bluff check to influence all those folks at once.

**Settlement Qualities:** When a character uses mythic power to influence the fate of a settlement, if your game uses the settlement rules in *Pathfinder Roleplaying Game: GameMastery Guide*, the settlement might gain, lose, or replace a quality or disadvantage in keeping with the character's actions. Quite

often, a character's actions might inspire the settlement to move one step closer to the hero's alignment. As a loose guideline, a mythic character should be about 2nd tier to marvel a large town, 3rd tier to marvel a small city, 4th tier to marvel a large city, or 5th tier to marvel a metropolis. A mythic trial might also marvel a nation in a similar manner, although this rarely happens until higher tiers.

**Supernatural Marvels Resembling Spells:** A mythic marvel that replicates the effects of a spell is a supernatural ability that uses twice the tier or rank of the creature that caused it as the caster level. Any save DC required is 10 + spell level + tier or rank. These are not spells or spell-like abilities and can't be dispelled, although *break enchantment* or *remove curse* can generally remove them.

**Other Marvels:** If you can't find marvels that suit the above descriptions, consider inventing your own, using these ones as guidelines. The GM has the final say on a mythic marvel's effects.

**Reversing a marvel:** Undoing another mythic marvel is a suitable marvel, although generally there should be at least superficial echoes of the first marvel and its undoing that linger. For example, a moving a river and moving it back could leave behind a dry riverbed easily converted into an important road.

# TRIAL MARVELS BY TIER

Below are a variety of example effects that are generally suitable to add as incidental effects of mythic trials at or to reach the indicated tier. For an epic feel that grows as tiers advance, the GM should consider adding one of the following effects or some comparable marvel whenever a mythic trial is completed. As a player, you might suggest a marvel, but the GM has final say on the marvel in the world. A mythic death or failed trial might also leave behind one of these marvels, at the GM's discretion.

**1st:** awaken a dead creature as an unfriendly shadow or skeletal champion that guards the area; create a breed of flower, vermin, or small animal whose coloration or anatomy is shaped by the trial; create a permanent spell echo in a ley line<sup>OA</sup>; inspire the settling of a thorp or hamlet; ruin a flimsy Large structure

**2nd:** awaken a dead creature as an unfriendly mummy, wight, or wraith that guards the area; block or adjust course of a stream, pond, or creek; change the effects of a ley line<sup>OA</sup> with caster level up to twice the tier; leave a minor perilous demesne<sup>HA</sup>; move a willing creature's alignment one step closer to yours; open an elemental influx<sup>UW</sup>; ruin a flimsy Huge structure or sturdy Large structure

**3rd:** avalanche<sup>CRB</sup>; awaken a dead creature as an unfriendly spectre that guards the area; awaken a plant or animal, as the spell; cause a minor volcanic eruption, with limited lava flows and small lava bombs<sup>GMG</sup>, which recurs every few years, decades, or centuries; create a new species of plant, magical beast, vermin, or animal whose coloration or anatomy is shaped by the trial; create a dweomersink<sup>GMG</sup>; open a new spring in a dry area, soon to be the site of an oasis or waterway; return to life and stabilize a creature that died of hit point loss within the last minute; ruin a flimsy Gargantuan structure or sturdy Huge structure

**4th:** awaken a tree as a treant that guards the area; leave a greater perilous demesne<sup>HA</sup>; cause a local earthquake<sup>UW</sup>; move a willing creature's alignment two steps closer to yours; ruin a flimsy Colossal or sturdy Gargantuan structure; turn a foe reduced to 0 hit points to stone

**5th:** alter or block course of a river or lake; move a ley line<sup>OA</sup> with caster level up to twice tier or rank; produce a weeping waste<sup>UW</sup>; ruin a sturdy Colossal structure

**6th:** cause a county-scale earthquake<sup>UW</sup>; cause a volcanic eruption with a minor lahar<sup>UW</sup> and large lava bombs<sup>GMG</sup>, which recurs every few years, decades, or centuries; create a ley line<sup>OA</sup> with caster level up to twice the tier or rank; create a new kind of monster defined by your trial; leave a grand perilous demesne<sup>HA</sup>; open a new spring in a dry area, soon to be the site of an oasis or waterway; produce a curse of night<sup>HA</sup>; produce permanent create lesser demiplane<sup>UM</sup> in between the current plane and a related plane of existence

**7th:** alter the terrain of a local area, including raising or lowering coastline, hills, or cliffs; produce cursed earth<sup>UM</sup>; produce curse of fell seasons<sup>HA</sup>; produce permanent create demiplane<sup>UM</sup> with one trait for each of those two planes

**8th:** cause a violent volcanic eruption, with large lava bombs and pyroclastic flows<sup>GMG</sup> or a massive lahar<sup>UW</sup>, which recurs every few years, decades, or centuries; cause a kingdom-scale earthquake<sup>UW</sup>; open a permanent portal to a related plane of existence; produce permanent create greater demiplane<sup>UM</sup> with one trait for each of those two planes

**9th:** alter the terrain of a county-sized area; produce permanent create demiplane<sup>UM</sup> (one 100-foot cube per tier) with any three traits

**10th:** cause a subcontinent-scale earthquake<sup>UW</sup>; produce permanent create greater demiplane<sup>UM</sup> (one 1,000-foot cube per tier) with any four traits; shatter a mountain

# INCIDENTAL MARVELS BY TIER OR RANK

Below are a variety of example effects that are generally suitable to add as incidental effects of other spells or abilities used at the indicated mythic tier or rank. When a mythic hero falls unconscious or dies, they can spend a use of mythic power to leave one of these effects behind even if they can't act. They should usually not radically shift the tactical utility of the spell or ability. If it does, generating the incidental effect should require expending an additional use of mythic power.

**1st:** attract or repel harmless vermin; create an echo of a spell in a ley line<sup>OA</sup>; create or clear a 5-foot square of difficult terrain; clear a 5-foot square of light undergrowth; make an Intimidate check as a swift action against all non-mythic



enemies that can see the creature, with tier or rank as a bonus to the check; exploding window<sup>HA</sup>

**2nd:** create or clear a 10-foot square of difficult terrain; give the broken condition to a Medium or smaller nonmagical object or part of an object with hardness up to twice tier or rank, or destroy it if it was already broken

**3rd:** create or clear up to a 30-foot square of difficult terrain; instantly kill a foe reduced to 0 hit points; move a willing creature's alignment one step closer to yours; ruin a flimsy Large structure

**4th:** destroy an unbroken Medium or smaller nonmagical object or part of an object with hardness up to twice tier or

rank; create or clear up to a 60-foot-radius circle of difficult terrain; ruin a flimsy Gargantuan structure or sturdy Huge structure

**5th:** block or adjust course of a stream, pond, or creek; create a dweomersink<sup>GMG</sup>; open an elemental influx<sup>UW</sup>; move a willing creature's alignment two steps closer to yours; return to life at -9 hit points and stabilize a creature that died of hit point loss within the last minute; ruin a flimsy Gargantuan structure or sturdy Huge structure

**6th:** alter the weather by one step within the limits of *control weather*; cause a minor volcanic eruption, with limited lava flows and small lava bombs<sup>GMG</sup>, which recurs every few years, decades, or centuries; give the broken condition to multiple Medium or smaller nonmagical objects or parts of an object with hardness up to twice tier or rank, or destroy it if it was already broken (number of targets up to tier or rank); instantly reduce the body of a slain foe to fine powder or other unrecognizable state; ruin a flimsy Colossal or sturdy Gargantuan structure; turn a foe reduced to 0 hit points to stone

**7th:** avalanche<sup>CRB</sup>; block or adjust course of a river or lake; move a ley line<sup>OA</sup> with caster level up to twice tier or rank; open a new spring in a dry area, soon to be the site of an oasis or waterway; produce an *earthquake*; ruin a sturdy Colossal structure

**8th:** alter the weather within the limits of *mythic control weather*; destroy multiple Medium or smaller nonmagical objects or parts of an object with hardness up to twice tier or rank (number of targets up to tier or rank); utterly destroy the body of a slain foe, so that not a trace remains

**9th:** cause a volcanic eruption, with a minor lahar<sup>UW</sup> and large lava bombs<sup>GMG</sup>, which recurs every few years, decades, or centuries; destroy the soul of a slain foe, so that it can never return to life unless its soul is restored by a *wish* or *miracle* spell

**10th:** alter the terrain type of a local area, including raising or lowering coastline, hills, or cliffs; open a gate to a related plane of existence (little control over destination; travel only)

## MYTHIC TRIALS

Mythic trials often take the form of rewarding a character for leaving a mark on the world. Each of these trials are intentionally vague on the scale they represent. The

appropriate scale will vary significantly from campaign to campaign and across mythic tiers, but loose guidelines for scale are offered. Some of these are small enough to be individual mythic trials, but some are complex and should represent several mythic trials (which need not be consecutive).

Any mythic trial should leave behind a mark on the world. If a mythic trial does not in itself leave an obvious mark on the world, consider adding a trial marvel from the above list as an additional consequence of the trial's completion.

**Build a Stronghold:** Establish a new point of strategic stability to protect people from war or marauders, and then hold it as it is first challenged (which should be separate trials unless there is only significant risk at one point). At low tiers, this might be a durable keep at any locally important border or trade route. At high tiers, this should affect the strategic positions of nations. Alternatively, reestablishing an abandoned stronghold of similar importance can be a good mythic trial.

**Change Important Laws:** Change an important government policy, reform an entire government, or overthrow an enemy government to make way for a better one. At low tiers, the government might be a single city council whose rules and laws are changed indefinitely or a baroness who is convinced to pass down new policies and ideals to her heirs. At high tiers, this should be a high queen or national assembly.

**Change the Waters:** Build or destroy a dam in a dangerous region or end a source of extreme pollution such as corrupting monsters. Opened waterways bring long-lasting trade and prosperity and revive a parched land. Blocked waters can choke the resources of an enemy or might expose forgotten traces of an earlier time.

**Destroy an Ancient Stronghold:** Conquer and raze a stronghold that has stood for long years. It might be an ancient monster's lair, such as a dragon or a lich. At low tiers, it might simply have been built before living memory or impose upon a single barony, but at high tiers, the target should be a stronghold from a previous age and/or shape the future of a nation.

**Found a Government:** Create a lasting new settlement or found a government to replace one that has collapsed or been overthrown. At low tiers, the government will probably be local. At higher tiers, it is more fitting to establish or reform a nation. This trial be quick or complex enough to span a whole campaign, so consider how many steps are required when deciding how many trials to break this into.



**Found an Organization:** Found an organization and equip it to last beyond the present day. At low tiers, this might only be a force in a single large town beyond the current generation. At high tiers, it should influence a whole region, probably for centuries to come.

**Interact with a Deity:** Any interaction with a deity or other world-shaking entity might be a mythic trial, depending on your campaign. At low tiers, simply getting a deity's attention is likely to be a mythic trial in itself. At middle tiers, a more appropriate trial might be to resolve a tense dispute, change a god's mind on something, or violently dispatch a deity's herald. At high tiers, you might face a demigod directly or raid a deity's realm for an important treasure.

**Make a Discovery:** Rediscover or invent a spell, magic item, or technology that changes the course of history. Learn a secret important to many, such as a god's origin or a grand organization's secret goal. At low tiers, this might tip the balance of power in a city or radically improve a tribe's economy. At high tiers, this might be the key to defeating a seemingly immortal foe or revolutionize world trade.

**Make War or Make Peace:** Ignite a war or other major conflict or make peace from such a conflict. During a war, survive helping decide a battle that history will remember, even if you lose. At low tiers, the sides might be small tribes or petty lords. At high tiers, they are likely mighty nations, cosmic interlopers, or vast coalitions of varied peoples.

**Open New Vistas:** Make the world appreciably better-connected. Make safe new ways to travel between separated regions, such as discovering an ocean crossing, blazing a trail across a region, or negotiating a long-term treaty between distant groups.

**Seal a Timeless Evil:** An evil that is beyond your power to destroy might still be possible to contain. Banishing or capturing a foe beyond your power is usually a mythic trial, especially if the foe is mythic.

**Spread a Philosophy:** Alter the dominant worldview in an area somehow. At low tiers, the area might be several frontier settlements; at high tiers, it might be a whole nation.

## UNIVERSAL MYTHIC PATH ABILITIES

Below are a variety of mythic path abilities that emphasize lasting marvels on the world. As universal path abilities, they are available to any mythic character.

### 1ST-TIER UNIVERSAL PATH ABILITIES

You can select these path abilities at any tier.

**Perilous Presence (Sp):** Your very presence unsettles nearby spirits. You can cast *mage hand*, *ghost sound* (save DC 10 + your Charisma modifier), and *unseen servant* at will. In addition, you can spend two uses of mythic power to curse the nearby land. You can cast *minor perilous demesne*<sup>HA</sup> or any other perilous demesne spell with a spell level less than or equal to your mythic tier.

**Profound Vitality (Su):** When you cast a healing or conjuration spell of at least 1st level, or when you spend one use of mythic power as a standard action to activate this ability, you can fill an area with plant life. A 20-foot-radius circle centered on a point within 30 feet fills with lush plants, which can be any combination of light or heavy undergrowth or short enough to provide no concealment or difficult terrain at all, as you choose.

**Sculptor (Su):** You can expend one use of mythic power as a swift action to produce the effects of *expeditious excavation*<sup>APG</sup>. If you are at least 2nd tier, you can use a standard action to replicate the effects of *stone shape*. If you are at least 4th tier, you can use a standard action to replicate *wall of stone*. The save DC for each is 10 + your tier + the highest among your Intelligence, Wisdom, and Charisma modifier.

**Sweeping Strike (Ex):** When you attack into or move out of a 5-foot square of difficult terrain, you can clear it. You must spend a use of mythic power to clear it if the difficult terrain requires 4 squares of movement to enter. When you attack into or move out of a 5-foot square that is not difficult terrain, you can spend one use of mythic power to knock nearby debris loose to make that space difficult terrain. At the GM's discretion, an area (such as bare plates of a metal harder than anything you have in hand) might be too barren to leave such debris.



**Tremendous Breath (Su):** You can expend one use of mythic power as a standard action to produce the effects of *mythic gust of wind* or *wind wall*, each with a duration of concentration. *Wind wall* must be adjacent to your space at some point. Whenever you move, choose a new area for the effect that is adjacent to your space. For every odd tier you have above 1st, increase the wind strength of *gust of wind*: hurricane at 3rd, or tornado at 5th. Each step increases the size categories of creatures affected and increases the damage to objects in the affected area. The save DC for each is 10 + your tier + the highest among your Intelligence, Wisdom, and Charisma modifier.

### 3RD-TIER UNIVERSAL PATH ABILITIES

You must be at least 3rd tier to select these path abilities.

**Blazing Speed (Ex):** Your base land speed increases by 30 feet. When you run or charge, you can choose to leave a trail of fire 5 feet wide in each square you leave during your movement. You can spend one use of mythic power to gain

the option to leave a trail of fire any time you leave a square until the start of your next turn. A creature entering the fire for the first time in a round takes 1d6 points of fire damage per tier you have. The fire burns for 1 hour per tier and can ignite flammable substances.

**Burrower (Ex):** You gain a burrow speed of 15 feet. You leave a tunnel a width equal to half your space behind you (allowing you to breathe air beyond the tunnel) unless you are passing through loose sand or thick mud. You can only pass through sand, earth, mud, or loose stone at first. If you are at least 5th tier, you can also pass through solid stone. If you are at least 7th tier, you can pass through metal with a hardness of 10 or less.

**Masterful Maker (Su):** You can expend one use of mythic power as a standard action to produce the effects of *fabricate*. If you expend an additional use of mythic power, you can create an elixir, potion, or scroll, provided you meet the prerequisites (including expending any necessary spell slots and make a successful skill check). If you expend three

additional uses, you can create a wand. If you are at least 6th tier, you can expend two uses of mythic power as a full-round action to produce *polymorph any object*. The save DC is 10 + your tier + the highest among your Intelligence, Wisdom, and Charisma modifiers.

## 6TH-TIER UNIVERSAL PATH ABILITIES

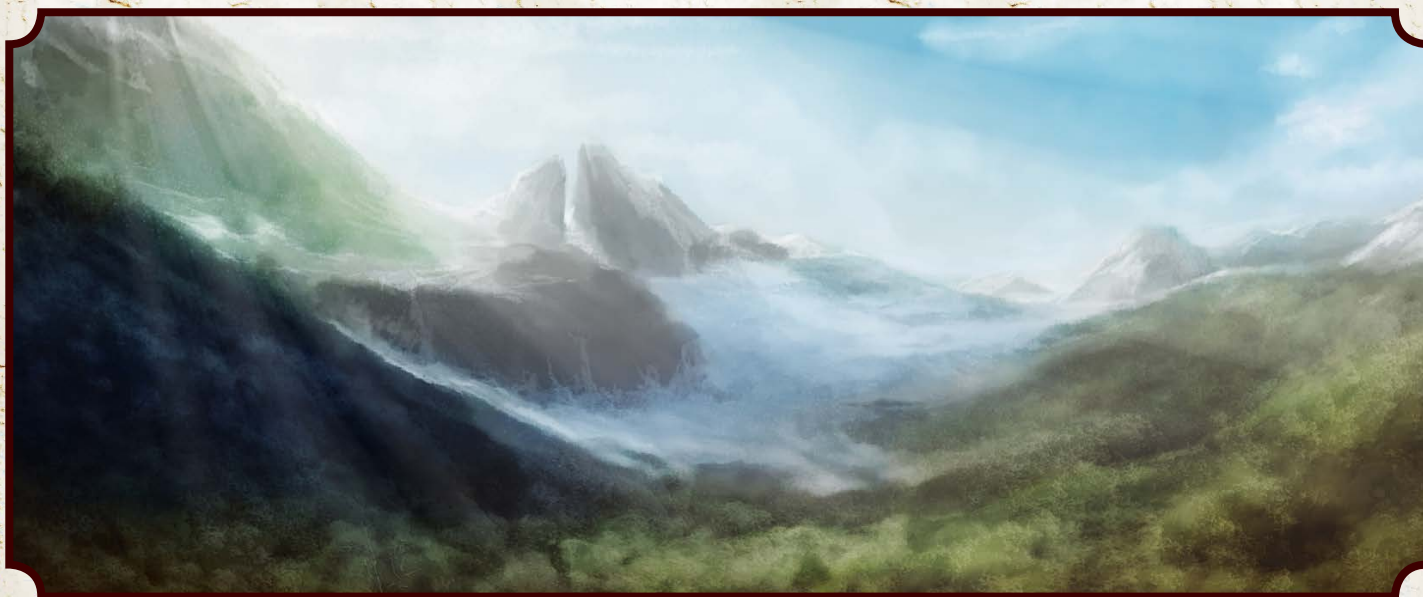
You must be at least 6th tier to select these path abilities.

**Earth Shatterer (Su):** You can expend one use of mythic power as a standard action to produce the effects of *earthquake* or *mythic move earth*. If you expend two uses of mythic power instead, you can replicate *curse of nightHA*. If you are at least 8th tier, you can expend three uses of mythic power to produce the effects of *cursed earth*<sup>UM</sup> that last until you lay the same curse again elsewhere. If you are at least 9th tier, you can expend three uses of mythic power to produce the effects of *curse of fell seasons*<sup>HA</sup> that last until you lay the same curse again elsewhere. The save DC for each is 10 + your tier + the highest among your Intelligence, Wisdom, and Charisma modifier.

**Move Mountains (Ex):** As a full-round action, you can expend one use of mythic power to alter the geography within 1,000 feet, moving up to a 30-foot cube of earth and stone each round for up to 10 minutes. If you expend

another use of mythic power, you can heft one cube within reach and throw it as a weapon as a full-round action. This fills with rubble a 60-foot-radius circle centered on the point where you aim the rock within range. Each creature in the area takes 3d6 points of bludgeoning damage per tier and is knocked prone. A successful Reflex saving throw against DC 10 + your rank + your Strength modifier halves the damage and avoids falling prone. A prone creature is trapped under rock. Escaping the rock is a move action that requires a successful DC 15 Strength or Escape Artist check. You can make an attack roll with the rock as a thrown weapon with range increment 200 feet at a creature in the center of your target area; if you hit, the creature automatically fails its Reflex save.

**Wind Rider (Su):** You can expend one use of mythic power as a standard action to produce the effects of *control winds* or *whirlwind*. You must create the effect or area of the spell such that you are within 5 feet of it. If you are ever farther than 5 feet from it, the spell becomes uncontrolled for 1d3 rounds and then dissipates. As long as you are within 5 feet of *whirlwind*, you have a fly speed of 30 feet with perfect maneuverability (including a +8 bonus on Fly checks). If you are within 5 feet of an uncontrolled air spell, you can gain control of it as a standard action. Gaining control does not change the spell's remaining duration. The save DC for each is 10 + your tier + the highest among your Intelligence, Wisdom, and Charisma modifier.



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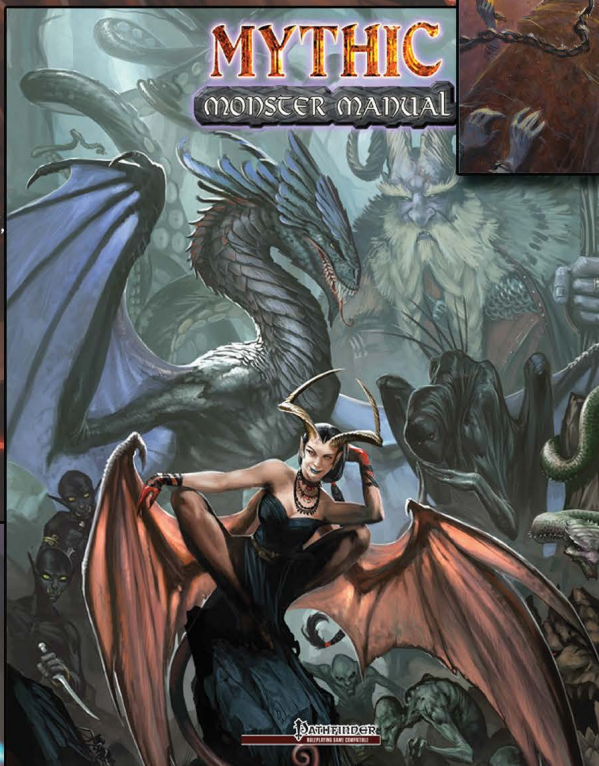
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